

# THE PIKEMAN'S LAMENT REFERENCE SHEET

---

## ACTIVATION PHASE

- Issue a Challenge (if eligible).
- Rally Wavering units.
- Activate Wild Charges.
- Order activations.

## OFFICERS

- Last model to die unless failing to a lucky blow or challenge.
- +1 to your total for all Ordered activations and Rally test within 12" of leaders unit.
- Leaders may issue challenges.

## RALLY TEST

- Successful: remove Wavering marker; cannot activate during this activation phase.
- Unsuccessful: retains Wavering marker, removes one model, retreat; take no further action during this activation phase. Disadvantage if attacked.
- Failed Rally test do not end your activation phase.

## ORDERED ACTIVATIONS TEST

- Successful: carries out action tested for. When completed, choose another unit to activate.
- Unsuccessful: action fails, unit remains stationary, taking no action at all.
- Failed Ordered Activation test end your activation phase.
- If Ordered Activation test is double 1; roll 1D6:
  1. Send reinforcements! Remove at least 4 points of your units.
  2. Retreat at the double! Unit retreat full move.
  3. Retreat! Unit retreat half move.
  4. Attack! Unit full move forward enemy.
  5. Waver! Unit Waver.
  6. Officer act without panache! Honour -1
- If Ordered Activation test is double 6; roll 1D6:
  1. Rally! One Wavering units Rally.
  2. Officer act with panache, Honour +1
  3. One unit regains its First Salvo.
  4. Unit may try for one more activation.
  5. Unit gain a Hero from the ranks.
  6. Company gains 4 points of reinforcements.

## MOVING

- Gallopers: 10"
- Trotters, Commanded shot and Clansmen: 8"
- All other Foot: 6"
- Dragoons: 12"
- Rough terrain halves movement.
- Obstacles end movement, cross next move.

## SHOOTING RANGES

- Shot, Forlorn hope and Regimental gun: 18"
- Dragoons and Commanded Shot: 12"
- Trotters and Clubmen: 6"

## ATTACKING/SHOOTING

- 12 dice if above half strength.
- 6 dice if half strength or less.
- -1 to Shooting if over 12"
- Cover increases Stamina by 1.
- Lucky blows: Roll double 1 on two dice.
- Wavering units hit on 6.
- Units in Rough terrain: Attack and Defend of 5+ and Stamina 2 unless Ferocious.

## WHEN TO TEST MORALE

- Unit has taken casualties from Attacking or Shooting.
- Unit is attempting to rally to remove a Wavering marker.
- Unit becomes your only unit remaining on the table.
- Officer is a casualty or flees the table.
- Officer refuses a challenge.
- Company has had half or more points of units removed from play.

## MORALE TEST

- -1 for each casualty the unit has suffered in the game so far.
- -1 if your Company has had half or more points of units removed from play.
- +1 to your total if your Officer's unit is within 12".

## FAILED MORALE TEST

- Final score is greater than 0, unit must retreat a half move and becomes Wavering.
- Final score is 0 or negative, unit routs. Remove it immediately.
- A Wavering unit which receives another Wavering result loses a model and retreats.